

AGB-AYZE-USA

GAME BOY ADVANCE
GAME BOY® ADVANCE



INSTRUCTION BOOKLET

Ubi Soft
ENTERTAINMENT
www.ubi.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

Mild Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED



Place the Rayman® 3 Game Pak in the Game Boy® Advance system and set the power switch to ON. When the Language screen appears, use the Control Pad to select your language and then press the A Button to access the Main Menu.

CONTROLS

Control Pad Up

Control Pad Down

Control Pad Left/

Control Pad Right

Look up

Crouch

Move Rayman

A BUTTON

Jump

Helicopter: Press once to jump, then press again to fly and descend with your helicopter hair.

Super-Helico: To fly in Super-Helico mode, activate the helicopter by pressing the A Button. Press the A Button again to go higher. If you want to stop flying in helicopter mode, just land on solid ground.



B BUTTON

Shoot with Rayman's Fist

Note: The longer you hold down the B Button, the farther your fist will go!

Shoot Both Fists: To shoot with both fists, press the B Button to shoot the first fist and double-tap quickly on the B Button to shoot the second one.

Grab Purple Lums: To grab on to purple lums, shoot them with your fist. Once you've grabbed on, you can swing in the direction of your choice by using the Control Pad. To release, press the A Button.

R BUTTON

Break the Ground: You can break the ground by pressing the R Button. But remember, you must be in the air to do so!

L BUTTON

Climb Between Walls: Press the L Button to stay still between two walls. To climb up, press the A Button to jump.

START

Pause

Sleep Mode: Select this mode to reduce power consumption greatly when you are not playing. To return to the game, press SELECT + the L Button + the R Button.

Important Note: Rayman earns powers throughout his adventure, so not all powers are available at the start of the game.



THE STORY

Rayman's trusty sidekick Globox accidentally swallows the Dark Lum Chief, while trying to save the fairies. With the lum in his belly, Globox begins to act very strangely, and when he disappears, Rayman immediately sets off to find his best friend. Along the way to find Globox, Rayman will cross the swamps of Begoniam the witch, the world of rocks of lava, and a world full of Hoodlums. His adventure will also take him through the world of bad dreams where he will face Jano the pirate and unknown fears on Razor Beard's pirate ship. Throughout his journey, Rayman frees a number of

Teensies. If he saves enough of them, they will give him valuable information in return. If he can brave the wild lands and maybe even find a new power, he might just defeat the Dark Lums!



STARTING THE GAME



MAIN MENU

- Press the Control Pad Up and Control Pad Down to move through the menus.
- Press the A Button to select an option.
- Press the B Button to go back to the previous menu.

SINGLE-PLAYER

Select the single-player mode to begin your adventure. Press the Control Pad Control Pad Up and Control Pad Down to move the arrow on the left side of the screen and press the A Button to choose a saved game slot. Make sure the arrow on the bottom of the screen is pointing to the word START, then press the A Button to start your game.

MULTIPLAYER

Use the **Game Boy Advance Game Link® Cable** to connect up to 4 **Game Boy Advance** systems and have fun playing against your family and friends.



Multi-Pak games require one Rayman 3 game for each player. Only one Game Pak is needed to play the Single Pak mode.

Single Pak Link

Single Pak Link is a special mode that allows two players to play against each other with just one Game Pak.

Player one makes most selections before the game starts. First, properly connect all Game Link® Cables (see page 24) and turn each Game Boy Advance system ON. Player 1 should choose Multiplayer on the Main Menu, then choose Single Pak mode. After that, follow the instructions on the screen.

Multi-Pak Link

Multi-Pak Link is a two to four-player competition and each player needs a Rayman 3 Game Pak.

First, properly connect all Game Link Cables (see page 27) and turn each Game Boy Advance system ON. Each player chooses Multiplayer on the Main Menu, then chooses Multi-Pak. For more information on Multi-Player game mode, see page 27.

OPTIONS

Here you can alter the set-up of your Rayman game. You can choose to turn the Music and Sound Effects ON/OFF.



GAME SCREEN



WORLD MAP

LEVEL SELECTION MAP

- The curtains hide the entry to the levels. When a curtain is blue, it means that you can enter it. Press the A Button to enter the level you want.
- Wooden Arrows: Pass the wooden arrows to go back to the World Map.





WORLD MAP

Press the Control Pad Left and Control Pad Right to navigate in the World Map. Press the A Button to select a World.

Nintendo GameCube™ link mode: If you find at least 100 lums in your Rayman 3 game and you have Rayman 3 Hoodlum Havoc for the Nintendo GameCube you can access a bonus world by connecting your

Game Boy Advance system to your **Nintendo GameCube** with the **Nintendo GameCube™–Game Boy Advance Cable** (sold separately)! For every additional block of 100 lums, you will be rewarded with a new level!

WORLDS

- World 1: Forgotten Forests
- World 2: Haunted Dreams
- World 3: Magmacosm
- World 4: Pirate Stronghold

IN-GAME ELEMENTS



CAGE

The pirates have imprisoned many inhabitants in this little cage sealed with vital energy. Break the cage to free Rayman's friends.



YELLOW LUMS

These are the 1,000 shards broken from the Primordial Core when the pirates exploded it. When Rayman has collected enough of them, he'll be able to negotiate his entry into new worlds.



RED LUMS

Packed with energy, they restore Rayman's life bar.



SILVER LUMS

Look for them, they provide extra life!



GREEN LUMS

These lums are very special. They record Rayman's progress. If he should die, he will reappear at the place where he last took a green lum. If Rayman has zero life points, he will restart the entire level at the beginning.



PURPLE LUMS

By shooting them, Rayman can grab on to them.



WOODEN ARROWS

When Rayman passes Wooden Arrows you go back to the Level Selection Map. If you are in the Level Selection Map, use it to go back into the World Map.



MULTIPLAYER GAMES

- Press the Control Pad Up and Control Pad Down to navigate through the Game Modes.
- Press the A Button to select a mode.

MULTIPLAYER GAME MODE

TAG MODE

In this mode, the player with the tag must hurry to give the tag to other players before the end of the countdown. To give the tag, you just have to throw your fist and touch the other player.





BURGLAR MODE

In this mode, the player with the tag must avoid being touched by other players. Only the meter of the player with the tag will increase. The first player to reach one minute wins!!!

NOTE: Pass the Ly's Punch Challenge 2 to unlock a second Burglar Mode map.

BUMPER CAR RACE

This mode is a race. Compete against your friends for first place. Be vigilant, every player can bump others to push them in the lava!

BUMPER CAR ARENA

This mode is a bumper car competition. Every player must try to push their opponents in the lava. The last player who survives wins!

NOTE: To unlock this mode, you have to find all the cages in the game!

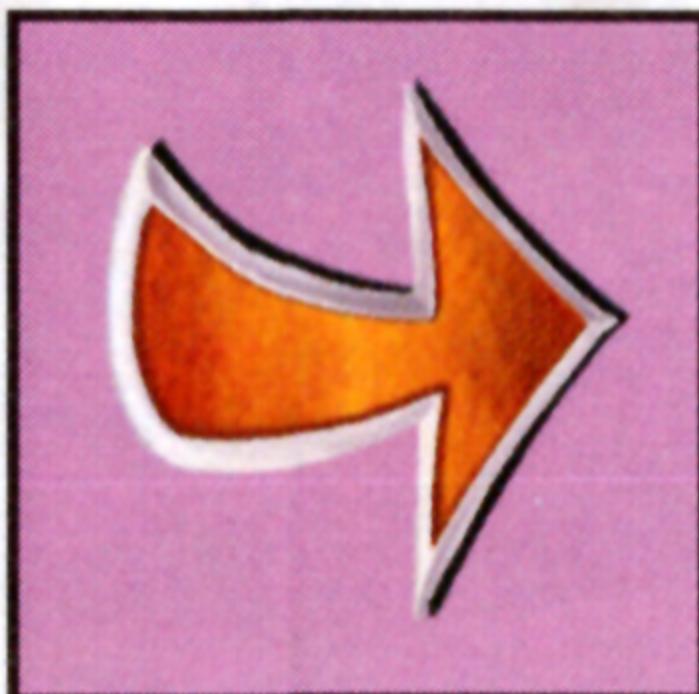


ITEMS (ONLY AVAILABLE IN TAG AND BURGLAR MODE)



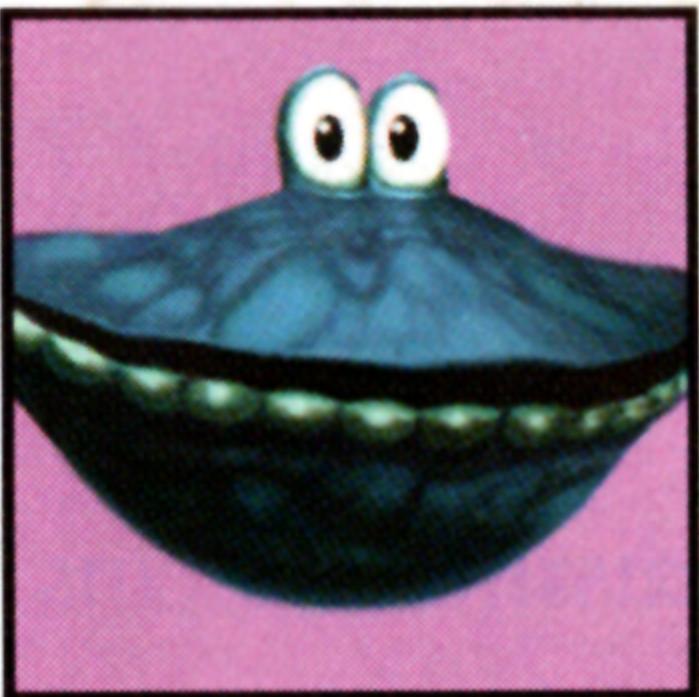
INVISIBILITY

Grab this to temporarily become invisible.



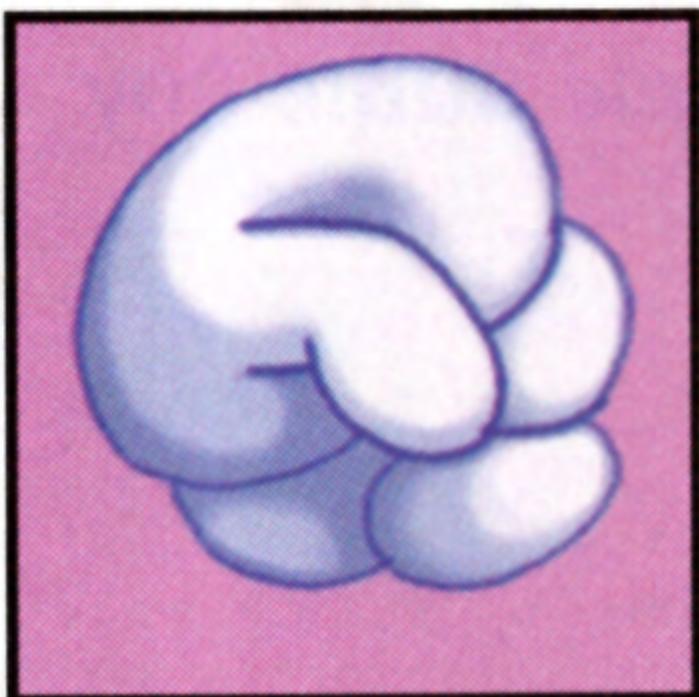
REVERSE

These arrows temporarily reverse Rayman's controls.



GLOBOX

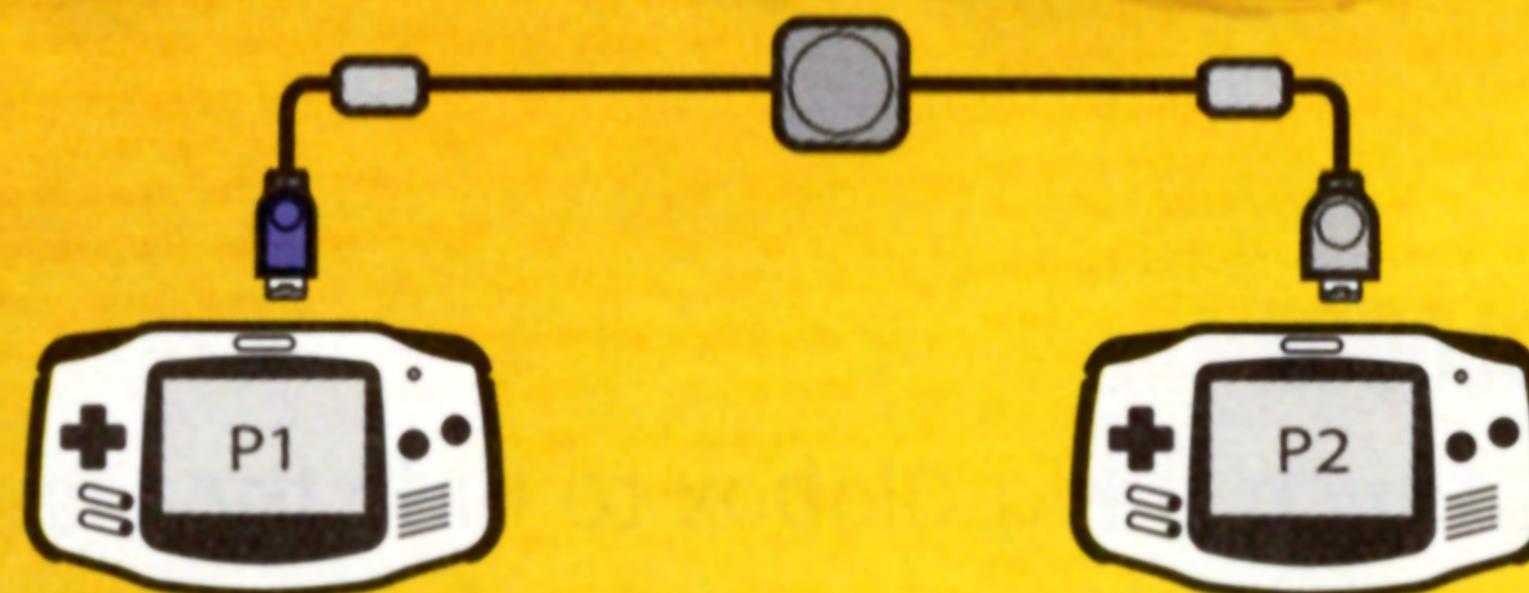
Launch a big Globox to hide the view on all your opponents' screens for a few seconds.



FIST

Pick it up to gain the power to throw your fist.

SINGLE PAK LINK



Choose Single Pak to connect up to two **Game Boy Advance** systems.

ABOUT THE GAME BOY ADVANCE GAME LINK CABLE

Here's all of the information you need to link multiple **Game Boy Advance** systems.

NECESSARY EQUIPMENT

- **Game Boy Advance** system: 1 per player
- Rayman 3 Game Paks: 1 Game Pak
- Game Link® Cables: 1 cable

LINKING INSTRUCTION

1. Make sure that the Power Switches on all **Game Boy Advance** systems are turned OFF, then insert the Rayman 3 Game Pak into Player 1's Game Pak slot.
2. Connect the Game Link Cables.
3. Make sure to insert the small purple connector into Player 1's **Game Boy Advance** system and the large gray connector into the other **Game Boy Advance** system. Insert the Game Link Cables into the External Extension Connectors (EXT).
4. Turn the POWER On for each **Game Boy Advance** system.
5. Follow the instructions for Single Pak Link.

! Do not connect any Game Boy Advance systems that will not be used during gameplay.



TROUBLESHOOTING

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

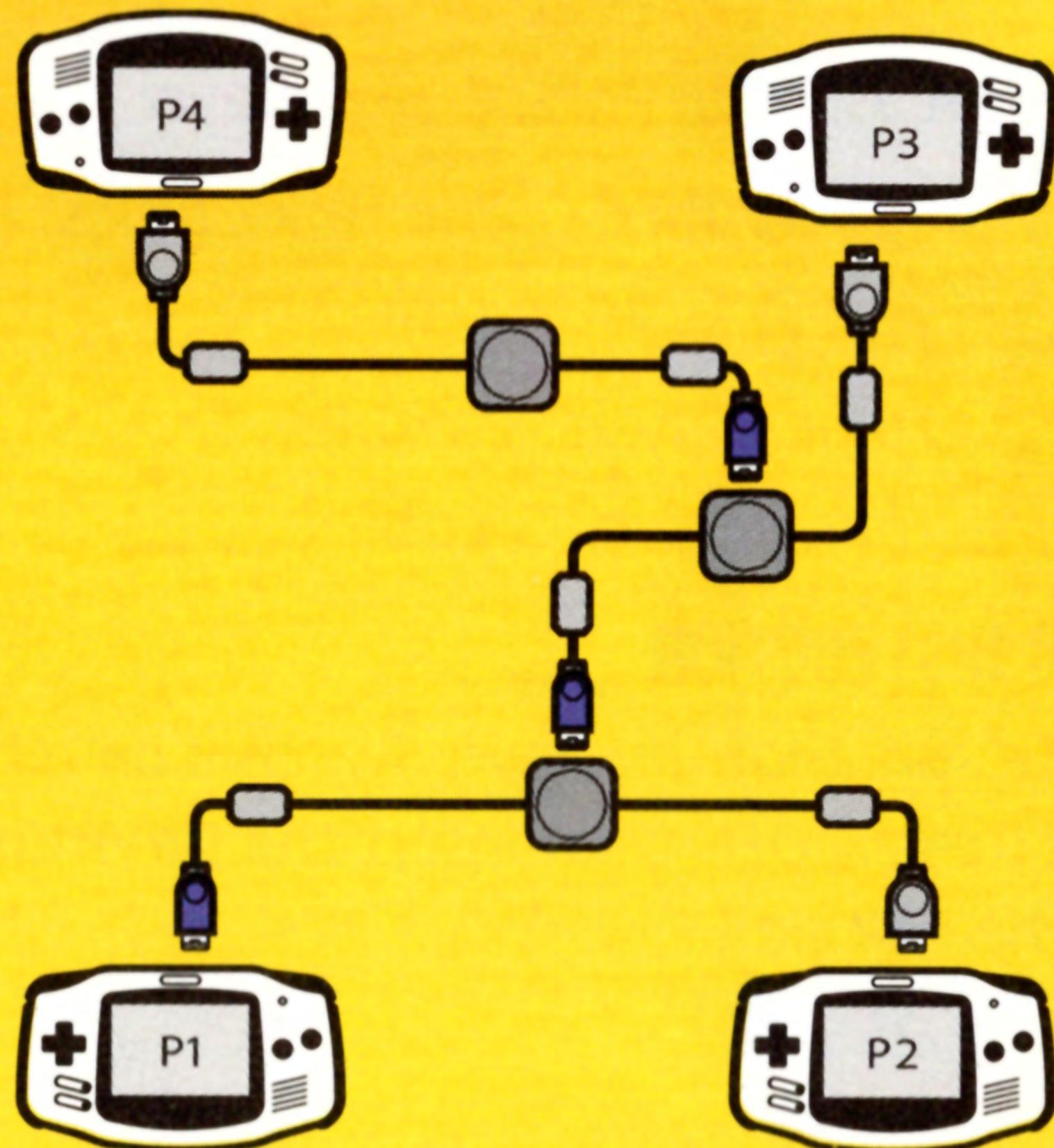
- When you are using cables other than **Game Boy Advance** Game Link® Cables.
- When any Game Link Cable is not fully inserted into any **Game Boy Advance** system.
- When any Game Link Cable is removed during the transfer of data.
- When any Game Link Cable is incorrectly connected to any **Game Boy Advance** system.
- When the Rayman 3 Game Pak is inserted into any **Game Boy Advance** system other than Player 1's **Game Boy Advance** system.
- When more than two **Game Boy Advance** systems are linked.

MULTI-PAK LINK

Choose this option if you want to connect 3 or 4 **Game Boy Advance** systems.

ABOUT THE GAME BOY ADVANCE GAME LINK® CABLE

Here's all of the information you need to link multiple **Game Boy Advance** systems.



NECESSARY EQUIPMENT

- **Game Boy Advance** system: 1 per player
- **Rayman 3** Game Paks: 1 per player
- **Game Boy Advance** Game Link Cables:

Two players: 1 cable

Three players: 2 cables

Four players: 3 cables

LINKING INSTRUCTION

1. Make sure that the Power Switches on all of the **Game Boy Advance** systems are turned OFF, then insert the **Rayman 3** Game Pak into Player 1's Game Pak slot.

- 
2. Connect the Game Link Cables and plug them into the External Extension Connector (EXT) on each **Game Boy Advance** system.
 3. Make sure to insert the small purple connector into Player 1's **Game Boy Advance** system and the large gray connector into the other **Game Boy Advance** system. Insert the Game Link Cables into the External Extension Connectors (EXT).
 4. Turn the Power Switch on each **Game Boy Advance** system ON.
 5. Now, follow instruction for Multi-Pak Link.
- !** **Do not connect any Game Boy Advance system that will not be used during gameplay.**

TIPS AND HINTS

- Listen carefully to Murfy's advice – it can be very useful on the course of your adventure.
- Gather all the Lums and Cages you can find. These are essential to progress in the game.
- There are different ways to use Rayman's power. Try to find all the combinations!
- Master the Helicopter as soon as you can – it's very useful when passing through obstacles.
- Try to use both fists against the enemies – they give you more strength.
- There are many hidden areas in the game. Can you find them?

CREDITS

Rayman's Creator

Producer

Lead Game Designer

Game Designer

Additional Level Design

Artistic Director

Graphic Designers

Lead Animator

Animators

Lead Programmer

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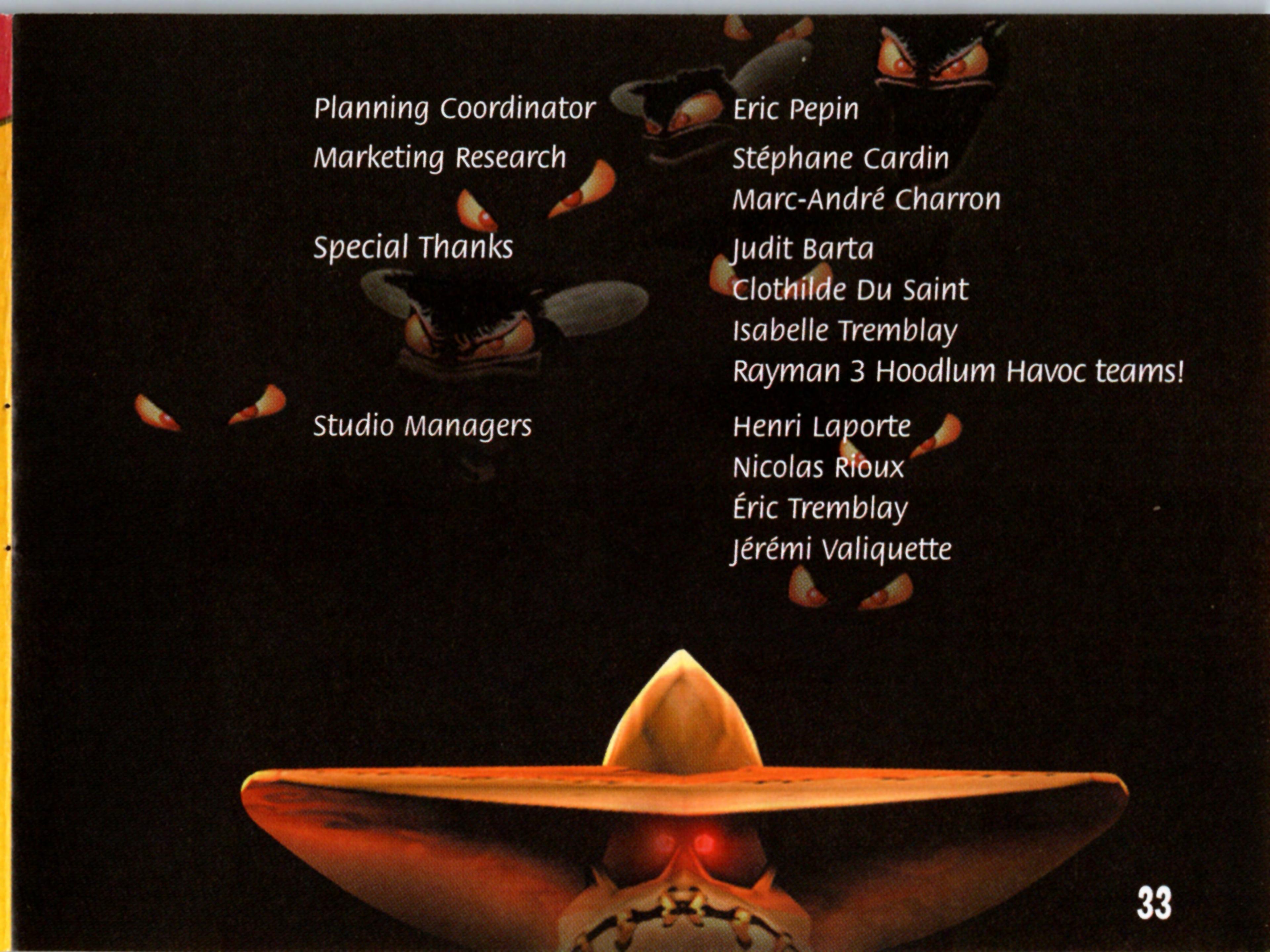
Stéphane Charbonneau

Frédéric Dufort

Alain Fleury

Yannick Francoeur

Mathieu Lachance

A sombrero with candy corn falling around it.

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Marketing Research

Special Thanks

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Clothilde Du Saint

Isabelle Tremblay

Rayman 3 Hoodlum Havoc teams!

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Nicolas Rioux

Éric Tremblay

Jérémi Valiquette

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David Hawk

Special thanks to the entire Ubi Soft San Francisco Team!

RAYMAN 3 GBA



TECHNICAL SUPPORT

Before contacting Ubi Soft Entertainment's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Complete product title

Contact Us Over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

Contact Us by Email

For fastest response via email, please visit our website at:
<http://support.ubi.com/>

From this site, you will be able to enter the Ubi Soft Entertainment Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send in a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you have all of the necessary

information listed above on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9 am–9 pm (Eastern Standard Time). While we do not charge for technical support, normal long-distance charges apply. To avoid long-distance charges, or to contact a support representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubi Soft Technical Support
3200 Gateway Centre Blvd
Suite 100
Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubi Soft Entertainment before contacting technical support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubi Soft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is," without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations:

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice:

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

Refunds:

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Product / Documentation Replacements:

Please contact a Ubi Soft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best

solution. Our support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees:

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address:

Ubi Soft Support

3200 Gateway Centre Blvd., Suite 100

Morrisville, NC 27560

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Rayman³

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